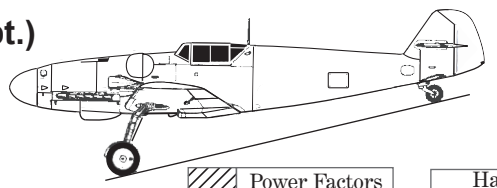
Me-109G-6/G-14 (standard version, 1.42 ata, or MW-50 opt.)

Messerschmitt Me-109G-6 "Gustav". Day Fighter.
P.V.: 18. Engine Type: I. Producer: Third Reich.
G-6 introduced in Feb. '43. 1.42 ata Fall '43 or early '44.
Approximately 13,000 G-6s built. (G-14 3610)
Note: (x) Maneuver Requirement values apply to Bank/H-Roll/V. Dive/H-Loop only.



***H-Loop: +.5 to Maneuver Sp. black Max. Dive value, Level/Dive Sp.: +1.1. Both +.2 per 5.0. (1.6 at Dive Sp.*)**
***Diving H-Loop not allowed from a Current Sp. above 7.**

Stall Speed	
Maneuver Sp.	
Level Speed	
Dive Speed	

Power Factors	
Brake Factors	

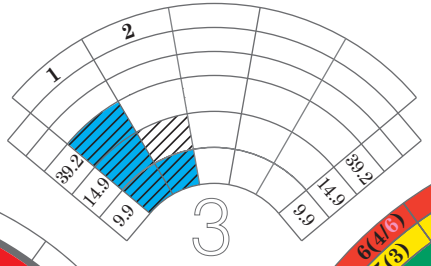
Half Loop*	-4
L,R/LB V. Dive	1hx
Slip/T. (Turn +1, Turn -1*)	-S
Bank/H-Roll*	+0
Inverted	

***H-Roll: No PINK Dive Sp. "full" (rule # 29) H-Roll allowed.**

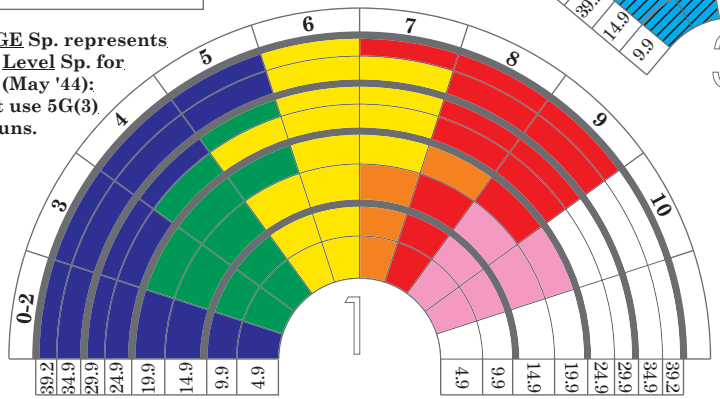
***Turn +1: Applies to Level/Dive Sp. LEFT Turn.**

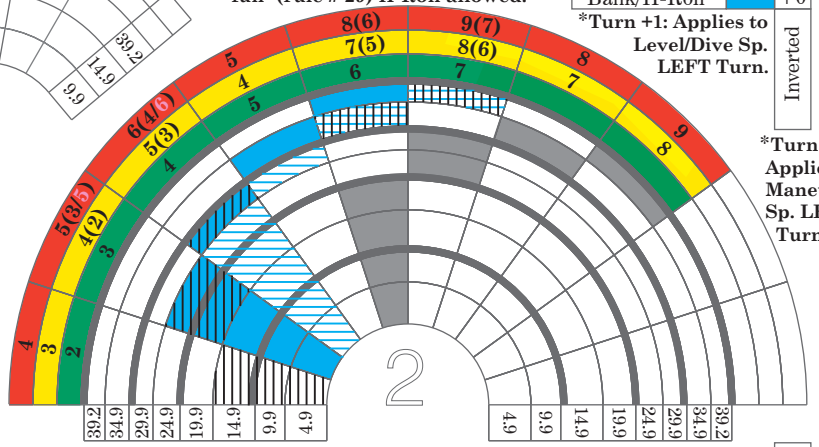
***Turn -1: Applies to Maneuver Sp. LEFT Turn.**

Speed Change



ORANGE Sp. represents MW-50 Level Sp. for G-6/R2 (May '44): Cannot use 5G(3) wing guns.

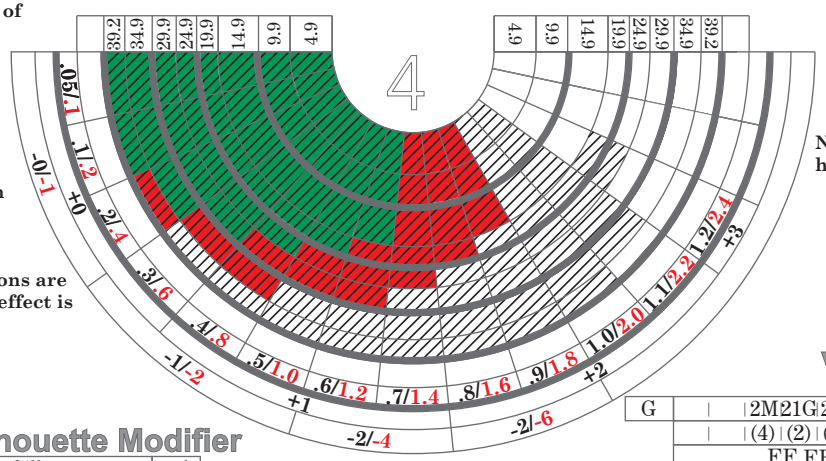




Speed Increments

Note: Maneuver Sp. Bank/H-Roll to left: -1 (If no 5G(3) wing guns), Level/Dive Sp. to left: +1.

Altitude Change



Maneuverability Requirements

Dive Acceler.	
Climb Deceler.	
Max. Dive	
Dive Sp. Climb	
Max. Climb	

Note: 21G(2) and 5G(3) guns may fire in or 1 hex after a Slip, but are destroyed if they do.

Optional: May be trimmed tail-heavy to allow faster nose-up response: If -1/-.1 to Dive Acceler./Max. Dive (V. Dive will still use Data Card Max. Dive unchanged), then -1 to Dive Sp. Turn/H-Loop. Must be written as U prior to Current Game-Turn, and can only be cancelled as Z on the Resulting Game-Turn.
(Therefore Dive Acceler./Max. Dive reductions are effective at all speeds, even as the positive effect is limited to Dive Sp. only.)

Target Characteristics

W	5	5	Cn	4	Mg	6
F	6		L	4	G: 3	
C	3		C	_		
E	2	E _	E	_	E	_
G	|2M|5C|2M|					
	|(4)|(4)|(4)|					
	FF FF					

Note: If one 5G(3) wing gun is destroyed, firing the other beyond a range of 1 hex makes the Total Gun Factor value equal to the number of available guns.
(ie; 4 guns = 4 Gun Factors.)

Silhouette Modifier

Silhouette	+1

Variants

G	|2M|1G|2M|
	|(4)|(2)|(4)|
	FF FF

From Spring '44 in a sizeable minority of aircrafts. G: 2.

G	5G| |2M|5C|2M| 5G
	(3)| |(4)|(4)|(4)| (3)
	FF FF FF FF

+1 to Level Sp. Bank/H-Roll.
Void -1 to Maneuver Sp. LEFT Turn.